

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

---

Claims 1-13 (cancelled)

14. (New) A method of conducting a wagering game on a gaming machine, the gaming machine being located in a casino-type gaming establishment, the method comprising:

a |  
receiving a wager to play the wagering game;  
displaying a representation of a randomly selected outcome of the wagering game;  
awarding an award if the selected outcome is a winning outcome;  
playing game sounds coordinated with the displayed representation;  
detecting ambient noise in the gaming establishment with a microphone mounted to the gaming machine;  
generating a noise signal from the sensed ambient noise;  
processing the noise signal to generate an anti-noise signal; and  
driving an audio speaker with an output signal comprised of the anti-noise signal so as to enhance the game sounds.

15. (New) The method of claim 14, further including isolating the microphone and the audio speaker from each other.

16. (New) The method of claim 14, wherein the processing step includes filtering the noise signal.

17. (New) The method of claim 14, further including adding the anti-noise signal to a game sound signal that generates the game sounds to produce the output signal, the output signal being comprised of the anti-noise signal and the game sound signal.

Cont  
A1  
18. (New) The method of claim 14, further including driving another audio speaker with a game sound signal that generates the game sounds.

19. (New) The method of claim 18, further including isolating the microphone and the another audio speaker from each other.

20. (New) A gaming machine for conducting a wagering game, the gaming machine being located in a casino-type gaming establishment, the machine comprising:

means for receiving a wager to play the wagering game;

a display for displaying a representation of a randomly selected outcome of the wagering game;

means for awarding an award if the selected outcome is a winning outcome;

means for detecting ambient noise in the gaming establishment and generating a noise signal from the sensed ambient noise;

means for processing the noise signal to generate an anti-noise signal; and

one or more audio speakers including an audio speaker for playing game sounds coordinated with the displayed representation and including the same or another audio speaker driven with an output signal comprised of the anti-noise signal so as to enhance the game sounds.

21. (New) The gaming machine of claim 20, wherein the detecting means and the audio speaker are isolated from each other.

22. (New) The gaming machine of claim 20, wherein the processing means filters the noise signal.

23. (New) The gaming machine of claim 20, further including means for adding the anti-noise signal to a game sound signal that generates the game sounds to produce the output signal, the output signal being comprised of the anti-noise signal and the game sound signal.

24. (New) The gaming machine of claim 20, wherein the same or another audio speaker is another audio speaker.

25. (New) The gaming machine of claim 24, wherein the detecting means and the audio speaker are isolated from each other.

26. (New) A gaming machine for conducting a wagering game, the gaming machine being located in a casino-type gaming establishment, the machine comprising:

an input device for receiving a wager to play the wagering game;

a display for displaying a representation of a randomly selected outcome of the wagering game;

an award device for awarding an award if the selected outcome is a winning outcome;

a microphone for detecting ambient noise in the gaming establishment and generating a noise signal from the sensed ambient noise;

processing circuitry for generating an anti-noise signal from the noise signal; and

one or more audio speakers including an audio speaker for playing game sounds coordinated with the displayed representation and including the same or another audio speaker driven with an output signal comprised of the anti-noise signal so as to enhance the game sounds.

27. (New) A method of conducting a wagering game on a gaming machine, the gaming machine being located in a casino-type gaming establishment, the method comprising:

receiving a wager to play the wagering game;

displaying a representation of a randomly selected outcome of the wagering game;

awarding an award if the selected outcome is a winning outcome;

playing game sounds coordinated with the displayed representation;

detecting ambient noise in the gaming establishment and producing anti-noise sounds based thereon so as to enhance the game sounds.

Cont  
28. (New) An article of manufacture comprising media storing instructions to direct a processor to

AI  
record a wager to play a wagering game;  
randomly select an outcome of the wagering game;  
provide an award if the selected outcome is a winning outcome;  
play game sounds associated with the selected outcome; and  
produce anti-noise sounds based on ambient noise detected in a casino-type gaming establishment so as to enhance the game sounds.

29. (New) An apparatus comprising:

a processor operative to execute a program; and  
a memory in communication with the processor, wherein the program is operative to  
record a wager to play a wagering game;  
randomly select an outcome of the wagering game;  
provide an award if the selected outcome is a winning outcome;  
play game sounds associated with the selected outcome; and  
produce anti-noise sounds based on ambient noise detected in a casino-type gaming establishment so as to enhance the game sounds.